

## WEST Search History

[Hide Items](#) [Restore](#) [Clear](#) [Cancel](#)

DATE: Thursday, March 16, 2006

<u>Hide?</u>	<u>Set Name</u>	<u>Query</u>	<u>Hit Count</u>
<i>DB=PGPB,USPT,USOC,EPAB,JPAB,DWPI,TDBD; PLUR=YES; OP=OR</i>			
<input type="checkbox"/>	L10	I2 and virtual same reality and video and user same gender and motion and transform\$5 and (audio or music)	2
<input type="checkbox"/>	L9	virtual same reality same video and user and gender and animat\$5 same motion same transform\$5 and (music or audio)	0
<input type="checkbox"/>	L8	virtual same reality same video and user same gender and animat\$5 same motion same transform\$5 and (music or audio)	0
<input type="checkbox"/>	L7	virtual same reality same video user same gender and animat\$5 same motion same transform\$5	3147
<input type="checkbox"/>	L6	715/757.ccls.	88
<input type="checkbox"/>	L5	715/756.ccls.	36
<input type="checkbox"/>	L4	345/957.ccls.	8
<input type="checkbox"/>	L3	345/956.ccls.	7
<input type="checkbox"/>	L2	345/473.ccls.	1171
<input type="checkbox"/>	L1	345/419.ccls.	2333

END OF SEARCH HISTORY

Day : Thursday

Date: 3/16/2006

Time: 08:51:38

**PALM INTRANET****Inventor Name Search Result**

Your Search was:

Last Name = KURZWEIL

First Name = RAYMOND

<b>Application#</b>	<b>Patent#</b>	<b>Status</b>	<b>Date Filed</b>	<b>Title</b>	<b>Inventor Name</b>
<a href="#"><u>09703828</u></a>	Not Issued	120	11/01/2000	Poetry screen saver	KURZWEIL, RAYMOND
<a href="#"><u>09704100</u></a>	6941262	150	11/01/2000	POET ASSISTANT'S GRAPHICAL USER INTERFACE (GUI)	KURZWEIL, RAYMOND
<a href="#"><u>09704104</u></a>	6647395	150	11/01/2000	POET PERSONALITY DATA STRUCTURES INCLUDING POET'S ANALYSIS MODELS OF ONE OR MORE AUTHORS	KURZWEIL, RAYMOND
<a href="#"><u>09704142</u></a>	Not Issued	161	11/01/2000	Author analysis generation	KURZWEIL, RAYMOND
<a href="#"><u>10143274</u></a>	Not Issued	41	05/10/2002	Basic poetry generation	KURZWEIL, RAYMOND
<a href="#"><u>10639918</u></a>	Not Issued	95	08/12/2003	POET PERSONALITIES	KURZWEIL, RAYMOND
<a href="#"><u>11169199</u></a>	Not Issued	30	06/28/2005	Poet personalities	KURZWEIL, RAYMOND
<a href="#"><u>60258293</u></a>	Not Issued	159	12/26/2000	Virtual reality presentation	KURZWEIL, RAYMOND
<a href="#"><u>60502813</u></a>	Not Issued	159	09/12/2003	Meal replacement beverage	KURZWEIL, RAYMOND
<a href="#"><u>09603045</u></a>	6692258	150	06/26/2000	PATIENT SIMULATOR	KURZWEIL, RAYMOND C
<a href="#"><u>09603368</u></a>	6747672	150	06/26/2000	VIRTUAL PATIENT HOT SPOTS	KURZWEIL, RAYMOND C.
<a href="#"><u>09603604</u></a>	Not Issued	120	06/26/2000	Web simulator	KURZWEIL, RAYMOND C.
<a href="#"><u>09695570</u></a>	6754823	150	10/24/2000	TECHNIQUE FOR DISTRIBUTING SOFTWARE	KURZWEIL, RAYMOND C.
<a href="#"><u>10028061</u></a>	Not Issued	71	12/21/2001	Virtual reality presentation	KURZWEIL, RAYMOND C.

<a href="#"><u>10136863</u></a>	Not Issued	71	04/30/2002	Technique for distributing software	KURZWEIL, RAYMOND C.
<a href="#"><u>10179486</u></a>	Not Issued	61	06/24/2002	Sleep-aide device	KURZWEIL, RAYMOND C.
<a href="#"><u>10200372</u></a>	Not Issued	121	07/22/2002	Generating visual art	KURZWEIL, RAYMOND C.
<a href="#"><u>10370051</u></a>	Not Issued	71	02/19/2003	Enhanced artificial intelligence language	KURZWEIL, RAYMOND C.
<a href="#"><u>10379414</u></a>	Not Issued	41	03/04/2003	Enhanced artificial intelligence language	KURZWEIL, RAYMOND C.
<a href="#"><u>10379423</u></a>	Not Issued	30	03/04/2003	Enhanced artificial intelligence language	KURZWEIL, RAYMOND C.
<a href="#"><u>10730485</u></a>	Not Issued	30	12/08/2003	Use of avatar with event processing	KURZWEIL, RAYMOND C.
<a href="#"><u>10734616</u></a>	Not Issued	30	12/12/2003	Virtual encounters	KURZWEIL, RAYMOND C.
<a href="#"><u>10734617</u></a>	Not Issued	30	12/12/2003	Virtual encounters	KURZWEIL, RAYMOND C.
<a href="#"><u>10734618</u></a>	Not Issued	20	12/12/2003	Virtual encounters	KURZWEIL, RAYMOND C.
<a href="#"><u>10735294</u></a>	Not Issued	30	12/12/2003	Virtual encounters	KURZWEIL, RAYMOND C.
<a href="#"><u>10735595</u></a>	Not Issued	30	12/12/2003	Virtual encounters	KURZWEIL, RAYMOND C.
<a href="#"><u>10745842</u></a>	Not Issued	20	12/24/2003	Patient simulator	KURZWEIL, RAYMOND C.
<a href="#"><u>10862988</u></a>	Not Issued	20	06/08/2004	Technique for distributing software	KURZWEIL, RAYMOND C.
<a href="#"><u>10939604</u></a>	Not Issued	30	09/13/2004	Meal replacement beverage	KURZWEIL, RAYMOND C.
<a href="#"><u>10939737</u></a>	Not Issued	30	09/13/2004	EDTA containing compositions and uses thereof	KURZWEIL, RAYMOND C.
<a href="#"><u>10939810</u></a>	Not Issued	30	09/13/2004	Eye nutritional supplement	KURZWEIL, RAYMOND C.
<a href="#"><u>11074320</u></a>	Not Issued	20	03/07/2005	Atrial fibrillation detection	KURZWEIL, RAYMOND C.
<a href="#"><u>11096703</u></a>	Not Issued	30	04/01/2005	Image evaluation for reading mode in a reading machine	KURZWEIL, RAYMOND C.
<a href="#"><u>11096711</u></a>	Not Issued	30	04/01/2005	Directed reading mode for portable reading machine	KURZWEIL, RAYMOND C.
<a href="#"><u>11096712</u></a>	Not Issued	30	04/01/2005	Gesture processing with low resolution images with high resolution processing for optical	KURZWEIL, RAYMOND C.

				character recognition for a reading machine	
<a href="#"><u>11096714</u></a>	Not Issued	30	04/01/2005	Device and method to assist user in conducting a transaction with a machine	KURZWEIL, RAYMOND C.
<a href="#"><u>11097094</u></a>	Not Issued	30	04/01/2005	Text stitching from multiple images	KURZWEIL, RAYMOND C.
<a href="#"><u>11097447</u></a>	Not Issued	30	04/01/2005	Document mode processing for portable reading machine enabling document navigation	KURZWEIL, RAYMOND C.
<a href="#"><u>11097448</u></a>	Not Issued	20	04/01/2005	Reducing processing latency in optical character recognition for portable reading machine	KURZWEIL, RAYMOND C.
<a href="#"><u>11097944</u></a>	Not Issued	20	04/01/2005	Mode processing in portable reading machine	KURZWEIL, RAYMOND C.
<a href="#"><u>11097956</u></a>	Not Issued	20	04/01/2005	Portable reading device with mode processing	KURZWEIL, RAYMOND C.
<a href="#"><u>11097958</u></a>	Not Issued	30	04/01/2005	Cooperative processing for portable reading machine	KURZWEIL, RAYMOND C.
<a href="#"><u>11097959</u></a>	Not Issued	30	04/01/2005	Machine and method to assist user in selecting clothing	KURZWEIL, RAYMOND C.
<a href="#"><u>11097978</u></a>	Not Issued	30	04/01/2005	Tilt adjustment for optical character recognition in portable reading machine	KURZWEIL, RAYMOND C.
<a href="#"><u>11097986</u></a>	Not Issued	30	04/01/2005	Image resizing for optical character recognition in portable reading machine	KURZWEIL, RAYMOND C.
<a href="#"><u>11136322</u></a>	Not Issued	20	05/24/2005	Cooperative processing with mobile monitoring device and computer system	KURZWEIL, RAYMOND C.
<a href="#"><u>11136338</u></a>	Not Issued	20	05/24/2005	Use of patterns in processing on mobile monitoring device and computer system	KURZWEIL, RAYMOND C.
<a href="#"><u>11195905</u></a>	Not Issued	20	08/03/2005	Morphing patient features using an offset	KURZWEIL, RAYMOND C.
<a href="#"><u>60502754</u></a>	Not Issued	159	09/12/2003	Eye nutritional supplement	KURZWEIL, RAYMOND C.
<a href="#"><u>60502820</u></a>	Not Issued	159	09/12/2003	Time release of EDTA into blood stream	KURZWEIL, RAYMOND C.

[Search and Display More Records.](#)**Search Another: Inventor****Last Name****First Name**

KURZWEIL

RAYMOND

To go back use Back button on your browser toolbar.

Back to [PALM | ASSIGNMENT | OASIS](#) Home page



[Subscribe \(Full Service\)](#) [Register \(Limited Service, Free\)](#) [Login](#)

Search:  The ACM Digital Library  The Guide

virtual reality and mixing same transform\$5 and (audio or mus



THE ACM DIGITAL LIBRARY

[Feedback](#) [Report a problem](#) [Satisfaction survey](#)

Terms used

Found 43,781

[virtual reality](#) and [mixing same transform\\$5](#) and [audio or music](#) and [different same gender](#)

of 171,143

Sort results by

relevance  date  title

[Save results to a Binder](#)

[Try an Advanced Search](#)

Display results

expanded form  detailed list

[Search Tips](#)

[Try this search in The ACM Guide](#)

Open results in a new window

Results 1 - 20 of 200

Result page: **1** [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#) [next](#)

Best 200 shown

Relevance scale

### 1 Seeing, hearing, and touching: putting it all together

Brian Fisher, Sidney Fels, Karon MacLean, Tamara Munzner, Ronald Rensink

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: [pdf\(20.64 MB\)](#) Additional Information: [full citation](#)



### 2 Inhabited television: broadcasting interaction from within collaborative virtual environments



December 2000 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 7 Issue 4

Publisher: ACM Press

Full text available: [pdf\(708.21 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Inhabited television combines collaborative virtual environments (CVEs) with broadcast television so that on-line audiences can participate in television shows within shared virtual worlds. We describe a series of experiments with inhabited television, beginning with the NOWninety6 poetry performance, The Mirror, and Heaven & Hell—Live. These early experiments raised fundamental questions for inhabited television concerning the extent to which it is possible to establish fast-pace ...

**Keywords:** computer-supported cooperative work, entertainment, media spaces, social interaction

### 3 Interactive arts 2: performance, play, and appreciation: An ambient intelligence platform for physical play



Ron Wakkary, Marek Hatala, Robb Lovell, Milena Droumeva

November 2005 **Proceedings of the 13th annual ACM international conference on Multimedia MULTIMEDIA '05**

Publisher: ACM Press

Full text available: [pdf\(569.64 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper describes an ambient intelligent prototype known as socio-ec(h)o. socio-ec(h)o explores the design and implementation of a system for sensing and display, user

modeling, and interaction models based on a game structure. The game structure includes, word puzzles, levels, body states, goals and game skills. Body states are body movements and positions that players must discover in order to complete a level and in turn represent a learned game skill. The paper provides an overview of bac ...

**Keywords:** ambient intelligence, auditory display, embodied, motion capture, physical play, puzzles, responsive environment, sound ecology, user model

4 Hip, hype and hope—the three faces of virtual worlds (panel session)

 Bob Jacobson, John Barlow, Esther Dyson, Timothy Leary, William Bricken, Warren Robinett, Jaron Lanier

August 1990 **ACM SIGGRAPH 90 Panel Proceedings**

**Publisher:** ACM Press

Full text available:  [pdf\(5.03 MB\)](#) Additional Information: [full citation](#), [index terms](#)



5 Computing curricula 2001

 September 2001 **Journal on Educational Resources in Computing (JERIC)**

**Publisher:** ACM Press

Full text available:  [pdf\(613.63 KB\)](#)  [html\(2.78 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



6 Integrating communication, cooperation, and awareness: the DIVA virtual office

 environment

Markus Sohlenkamp, Greg Chwelos

October 1994 **Proceedings of the 1994 ACM conference on Computer supported cooperative work**

**Publisher:** ACM Press

Full text available:  [pdf\(1.60 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)



DIVA, a novel environment for group work, is presented. This prototype virtual office environment provides support for communication, cooperation, and awareness in both the synchronous and asynchronous modes, smoothly integrated into a simple and intuitive interface which may be viewed as a replacement for the standard graphical user interface desktop. In order to utilize the skills that people have acquired through years of shared work in real offices, DIVA is modeled after the standard of ...

**Keywords:** CSCW, awareness, groupware, integration, synchronous/asynchronous, virtual office

7 Manipulating music: multimodal interaction for DJs

 Timothy Beamish, Karon Maclean, Sidney Fels

April 2004 **Proceedings of the SIGCHI conference on Human factors in computing systems**

**Publisher:** ACM Press

Full text available:  [pdf\(401.98 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)



In this paper we consider the general goal of supporting physical manipulation of digital audio in a specific context: the performance disk jockey (DJ) seeking to migrate from vinyl to digital media. We classify both the DJ's traditional processes and tools and the field's newest technology. D'Groove, our own technological contribution, is a force

feedback turntable used to manipulate digital audio in novel ways. We present an observational study of professional DJ's using D'Groove, and discuss t ...

**Keywords:** DJ, audio control, digital audio, disk jockey, force feedback, haptic, manual media manipulation, music, tangible & physical interfaces, turntable

8 **MPEG-4: an object-based multimedia coding standard supporting mobile applications** 

Atul Puri, Alexandros Eleftheriadis

June 1998 **Mobile Networks and Applications**, Volume 3 Issue 1

**Publisher:** Kluwer Academic Publishers

Full text available:  pdf(747.80 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The ISO MPEG committee, after successful completion of the MPEG-1 and the MPEG-2 standards is currently working on MPEG-4, the third MPEG standard. Originally, MPEG-4 was conceived to be a standard for coding of limited complexity audio-visual scenes at very low bit-rates; however, in July 1994, its scope was expanded to include coding of scenes as a collection of individual audio-visual objects and enabling a range of advanced functionalities not supported by other standards. One of the ke ...

9 **Research directions in virtual environments: report of an NSF Invitational Workshop.** 

 March 23-24, 1992, University of North Carolina at Chapel Hill

Gary Bishop, Henry Fuchs

August 1992 **ACM SIGGRAPH Computer Graphics**, Volume 26 Issue 3

**Publisher:** ACM Press

Full text available:  pdf(2.33 MB) Additional Information: [full citation](#), [citations](#), [index terms](#)

10 **Collaboration and learning within immersive virtual reality** 

 Randolph L. Jackson, Eileen Fagan

September 2000 **Proceedings of the third international conference on Collaborative virtual environments**

**Publisher:** ACM Press

Full text available:  pdf(305.41 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We are studying collaboration and learning within immersive virtual reality (IVR) using a head-mounted display technology. This research, supported by the College of Education and Human Interface Technology Laboratory at the University of Washington, is currently concerned with the activities of 56 ninth grade students at work in a public school environment. Subjects worked as individuals and in pairs while investigating the concepts of global warming within an audio-enhanced virtual realit ...

**Keywords:** collaboration, conceptual change, immersive virtual reality, multi-user virtual learning environments

11 **Improv: a system for scripting interactive actors in virtual worlds** 

 Ken Perlin, Athomas Goldberg

August 1996 **Proceedings of the 23rd annual conference on Computer graphics and interactive techniques**

**Publisher:** ACM Press

Full text available:  pdf(239.55 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**12 Virtual reality learning environments: potentials and challenges**

 Meredith Bricken

July 1991 **ACM SIGGRAPH Computer Graphics**, Volume 25 Issue 3

**Publisher:** ACM Press

Full text available:  pdf(757.15 KB) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

This paper addresses the unique characteristics of emerging Virtual Reality (VR) technology and the potential of virtual worlds as learning environments. I describe several key attributes of VR environments and discuss them in relationship to educational theory and pedagogical practice. I then identify three challenges that must be met before VR can be integrated into educational settings: cost, usability, and fear of the technology.

**13 Two-handed virtual manipulation**

 Ken Hinckley, Randy Pausch, Dennis Proffitt, Neal F. Kassell

September 1998 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 5 Issue 3

**Publisher:** ACM Press

Full text available:  pdf(1.32 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We discuss a two-handed user interface designed to support three-dimensional neurosurgical visualization. By itself, this system is a "point design," an example of an advanced user interface technique. In this work, we argue that in order to understand why interaction techniques do or do not work, and to suggest possibilities for new techniques, it is important to move beyond point design and to introduce careful scientific measurement of human behavioral principles. In particular ...

**Keywords:** bimanual asymmetry, haptic input, input devices, three-dimensional interaction, two-handed interaction, virtual manipulation

**14 Placeholder: landscape and narrative in virtual environments**

 Brenda Laurel, Rachel Strickland, Rob Tow

May 1994 **ACM SIGGRAPH Computer Graphics**, Volume 28 Issue 2

**Publisher:** ACM Press

Full text available:  pdf(1.20 MB) Additional Information: [full citation](#), [citations](#), [index terms](#)

**15 Movies and Performing Arts: Mixing dance realities: collaborative development of**

 live-motion capture in a performing arts environment

W. Scott Meador, Timothy J. Rogers, Kevin O'Neal, Eric Kurt, Carol Cunningham

April 2004 **Computers in Entertainment (CIE)**, Volume 2 Issue 2

**Publisher:** ACM Press

Full text available:  pdf(119.62 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

An experimental dance performance featuring live-motion capture, real-time computer graphics, and multi-image projection was produced by a cross-departmental team of faculty and students at Purdue University. Dancers occupied and traversed performance mediums or "frames," including a virtual performance frame occupied by a 3D character, driven by a dancer in motion-capture equipment. Developing and facilitating the relationships between the dancers in various performance frames became a primary ...

**Keywords:** Laban Effort/shape movement analysis, dance, live performance, motion capture, projection, real-time 3D graphics, video switching

**16 Virtual environments and interactivity: windows to the future**

C. Conn, J. Lanier, M. Minsky, S. Fisher, A. Druin

July 1989 **ACM SIGGRAPH Computer Graphics , ACM SIGGRAPH 89 Panel**

**Proceedings SIGGRAPH '89**, Volume 23 Issue 5

**Publisher:** ACM Press

Full text available:  [pdf\(1.55 MB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

I really apologize. I promised everyone I would come out wearing the data suit, but it just slipped my mind and I never got around to it. Actually Marvin Minsky was saying that the thing to do would be to come out with nothing on because that would be the perfect interface to the computer. So I kind of shunned the whole thing off at that point. We just heard Nicholas Negroponte ask us -- "how do we communicate with computers?" Well, that's why this panel is here today. We'll be discussing virtual ...

**17 Virtual reality and interactive theaters: Think science! entertainment education in  
interactive theaters**

Ute Ritterfeld, Rene Weber, Sangeeta Fernandes, Peter Vorderer  
January 2004 **Computers in Entertainment (CIE)**, Volume 2 Issue 1

**Publisher:** ACM Press

Full text available:  [pdf\(418.50 KB\)](#) Additional Information: [full citation](#), [abstract](#)

In February 2003, the JASON Foundation for Education supported an interactive show, the Immersion Institutes Exploration: Sea Lions, intended to enhance children's understanding of science; it played at three different theaters throughout the US. The production, provided by Immersion Studios Inc., involved about 2000 students, mostly from ages 9 to 14. During the two-week event, a random sample of students and their teachers participated in an assessment of the show, including as ...

**18 Art-directed technology: anatomy of a *Shrek2* sequence**

Rachel Falk, Denise Minter, Conrad Vernon, Guillaume Areto, Lucia Modesto, Arnauld

Lamorlette, Nick Walker, Tim Cheung, Janet Rentel-Lavin, Harry Max

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

**Publisher:** ACM Press

Full text available:  [pdf\(2.38 MB\)](#) Additional Information: [full citation](#), [abstract](#)

We have reached a new frontier of computer-animated filmmaking. With each new DreamWorks animated film, we are defining and redefining the technologies, techniques, pipeline, and development process for how to create a film efficiently. Each film's creative process represents a step forward, as we continue to surmount technical, stylistic, and artistic challenges against ever tighter production schedules.

**19 Unconventional human computer interfaces**

Steffi Beckhaus, Ernst Kruijff

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

**Publisher:** ACM Press

Full text available:  [pdf\(2.89 MB\)](#) Additional Information: [full citation](#), [abstract](#)

This course focuses on how we can use the potential of the human body in experimental or unconventional interface techniques. It explores the biological or physiological characteristics of the separate parts of the body, from head to toe, and from skin to heart, showing how their sensor (input) and control (output) capabilities can be applied to human computer interfaces. We demonstrate a wide variety of applications that make use proven interfaces as well as extremely experimental systems. Exam ...

**20 Exploiting space and location as a design framework for interactive mobile systems**



Alan Dix, Tom Rodden, Nigel Davies, Jonathan Trevor, Adrian Friday, Kevin Palfreyman  
September 2000 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 7

Issue 3

Publisher: ACM Press

Full text available: pdf(282.97 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This article considers the importance of context in mobile systems. It considers a range of context-related issues and focus on location as a key issue for mobile systems. A design framework is described consisting of taxonomies of location, mobility, population, and device awareness. The design framework informs the construction of a semantic model of space for mobile systems. The semantic model is reflected in a computational model built on a distributed platform that allows contextual info ...

**Keywords:** awareness, context information, design framework, location-sensitive applications, mobile systems, platform support, shared interaction, virtual space

Results 1 - 20 of 200

Result page: [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#) [next](#)

The ACM Portal is published by the Association for Computing Machinery. Copyright © 2006 ACM, Inc.  
[Terms of Usage](#) [Privacy Policy](#) [Code of Ethics](#) [Contact Us](#)

Useful downloads: [Adobe Acrobat](#) [QuickTime](#) [Windows Media Player](#) [Real Player](#)

[Home](#) | [Login](#) | [Logout](#) | [Access Information](#) | [Alerts](#) |

Welcome United States Patent and Trademark Office

**Search Session History**[BROWSE](#)[SEARCH](#)[IEEE XPLORER GUIDE](#)

Edit an existing query or  
compose a new query in the  
Search Query Display.

**Thu, 16 Mar 2006, 9:06:59 AM EST****Search Query Display**

**Select a search number (#)**  
to:

- Add a query to the Search Query Display
- Combine search queries using AND, OR, or NOT
- Delete a search
- Run a search

**Recent Search Queries**

#1 ((virtual reality and mixing same transform\$5 and (audio or music) and gender)<in>metadata)

#2 (( virtual reality<in>metadata ) <and> ( mixing transformation<in>metadata ) )<and> ( different gender<in>metadata )

#3 (( virtual reality<in>metadata ) <and> ( audio<in>metadata ) )<and> ( gender<in>metadata )

[Help](#) [Contact Us](#) [Privacy &](#)

© Copyright 2006 IEEE -

Indexed by  
**Inspec**